

# ATARI<sup>®</sup> 2600<sup>™</sup>

VIDEO COMPUTER SYSTEM<sup>™</sup>



OWNER'S MANUAL  
MODEL CX2600

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Your ATARI® 2600™ Video Computer System™ game is engineered not to show a phosphor memory of the playfield or score digits. We suggest, however, to protect your television:

1. When playing the games, turn down the contrast on your television.
2. Turn the ATARI Video Computer System OFF when not in use.

## UNPACK GAME

When you remove your ATARI® 2600™ Video Computer System™ game from the box, you will have:

- ATARI 2600™ Video Computer System Console Unit
- Game Program™ Cartridge (with Instruction Booklet)
- 2 Joystick Controllers
- AC Power Adapter
- TV/GAME Switch Box (with twin-lead wires)



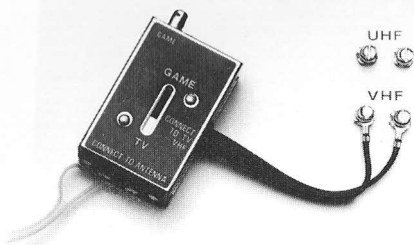
**Note:** For some 2600 Video Computer System series, the Paddle Controllers are an optional accessory which can be purchased separately.

## INSTALL SWITCH BOX

Your TV/GAME Switch Box attaches easily to your TV's VHF antenna screws. Find the picture that looks the most like the back of your TV set and follow those instructions. A flat screwdriver is required.

### IF YOUR TELEVISION HAS FOUR SCREWS ONLY:

- A. Disconnect the twin-lead wire from your television and attach it to the ANTENNA screw terminals on the TV/GAME Switch Box.
- B. Connect the twin-lead wire from the TV/GAME Switch Box to the VHF antenna terminals on your television set.

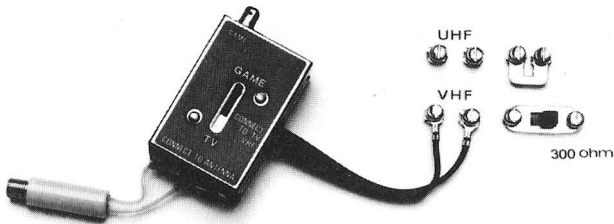


In each of the preceding cases, you may need to buy an "impedance-matching transformer" (also called a "balun coil"). The transformer is necessary only if you do not have a flat twin-lead antenna wire. It is available at a nominal cost from your local TV and stereo stores.

By attaching a TV/GAME Switch Box to each television in your home, you can easily move your ATARI 2600 Video Computer System from room to room. Extra TV/GAME Switch Boxes may be purchased separately.

**IF YOUR TELEVISION HAS A U-SHAPED SLIDER OR A SLIDE SWITCH:**

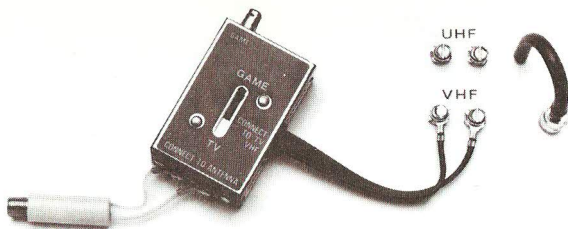
- A. Move the U-shaped slider to make connection between the two screws. Or, push the slide switch to the side marked "300 ohm" or "300  $\Omega$ ."
- B. If you have a round antenna cable:
- Disconnect the cable from your television.
  - Screw the cable into the impedance-matching transformer.
  - Attach the impedance-matching transformer to the ANTENNA screw terminals on the TV/GAME Switch Box. Or, if you have flat twin-lead antenna wire:



- Disconnect it from the television and attach it to the ANTENNA screw terminals on the TV/GAME Switch Box.
- C. Connect the short twin-lead wire from the TV/GAME Switch Box to the VHF antenna terminals on your television set.

### **IF YOUR TELEVISION HAS A SHORT ROUND CABLE:**

- A. Attach the television's short loose-hanging cable to the connector next to it on your television set.
- B. If you have a round antenna cable:
  - Disconnect the cable from your television.
  - Screw the cable into the impedance-matching transformer.
  - Attach the impedance-matching transformer to the ANTENNA screw terminals on the TV/GAME Switch Box. Or, if you have flat twin-lead antenna wire:
  - Disconnect it from the television and attach it to the ANTENNA screw terminals on the TV/GAME Switch Box.



- C. Connect the twin-lead wire from the TV/GAME Switch Box to the VHF antenna terminals on your television set.

### **IF YOUR TELEVISION IS CONNECTED TO CABLE TV:**

- A. Disconnect the cable from the back of your television

**Note:** Your Cable TV company may have already supplied you with an impedance-matching transformer.

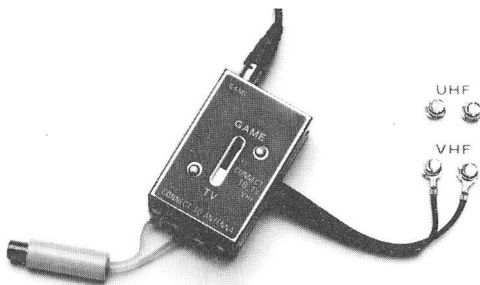
- B. Attach the twin leads from the impedance-matching transformer to the ANTENNA screw terminals on your TV/GAME Switch Box.
- C. Screw the cable into the impedance-matching transformer.

Plug the Game Cable from the back of your ATARI 2600 Video Computer System into the TV/GAME Switch Box at the GAME connector.

The TV/GAME Switch Box may remain attached to your television antenna without bothering your television program reception.

The TV/GAME Switch Box can be attached permanently to the back of your television set.

- Peel off the protective paper on the back of the TV/GAME Switch Box.
- Press the exposed sticky surface onto any clear area on the back of your television, near the antenna terminals.



FCC regulations require that you:

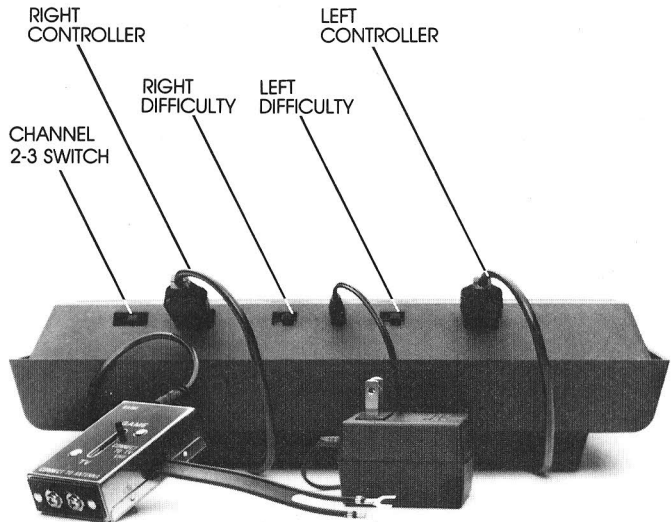
- Avoid using any more twin-lead wires from the TV/GAME Switch Box to your television than are supplied with the TV/GAME Switch Box.
- Avoid connecting the twin-lead wire from the TV/GAME Switch Box to any television antenna or Cable TV outlet.
- Avoid attaching loose wires to your television antenna terminals when using your ATARI Video Computer System game.

Any of the above may cause interference to nearby television sets and may violate Federal Communications Commission (FCC) regulations.



## ASSEMBLE CONSOLE

- Attach the controllers by plugging them into the CONTROLLER jacks at the back of the console. The controllers are designed to fit only one way, so do not try to force them into the jacks.
- Insert the jack of the AC Power Adapter into the back of your ATARI 2600 Video Computer System console.
- Check to see that the POWER switch on the console is OFF.
- Plug the AC Power Adapter into any convenient 120-volt wall outlet.





**Note:** Using any AC Power Adapter other than that designed for this ATARI 2600 Video Computer System can damage the unit.

- On the TV/GAME Switch Box that you have attached to your television set's antenna terminals, push the TV/GAME switch to GAME or COMPUTER.
- Turn on your television.
- Set the volume control of your television at minimum loudness.
- If your television has an automatic fine-tuning control, turn it OFF, and manually fine-tune for the best picture.

**Note:** If your television will receive color only when the automatic fine-tuning is on, keep the automatic fine-tuning on.

- Set the channel selector of your television to channel 3.

The 2600 Video Computer System is factory-set to operate on channel 3. However, if channel 3 is broadcasting in your area, you may receive interference. In that case, change your television and Channel Switch to channel 2. The Channel Switch is located on the back panel of the console unit.

## **INSERT GAME PROGRAM™ CARTRIDGE**

- Check to see that the POWER switch on the ATARI 2600 Video Computer System is OFF.

**Note:** Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI 2600 Video Computer System game.

- Hold the ATARI Game Program cartridge so that the name on the end is towards you and reads right side up.
- Insert the cartridge CAREFULLY into the slot in the center of the console unit switch panel. Be sure the cartridge is firmly seated, but DO NOT FORCE IT.



When removing the Atari Game Program cartridge, pull it straight out of the console. Check to see that the POWER switch is OFF.

## TO START PLAY

- If your Atari 2600 Video Computer System is attached to a color television, slide the TV TYPE switch to the COLOR position. This will allow you to play the games in vivid color.

If your television is black and white, slide the TV TYPE switch to B-W. The Atari 2600 Video Computer System will automatically adjust the contrast of your television so you can get full enjoyment of the games on your black and white television.

- Slide the POWER switch to ON. A game playfield will appear on your television screen.

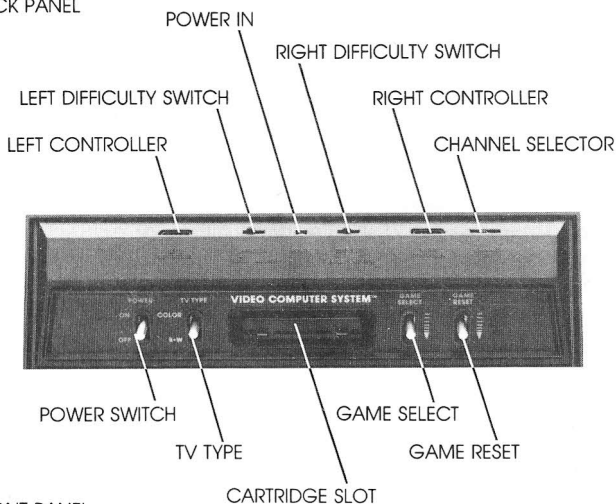
**Important:** If no playfield appears, which can happen if you have inserted the Atari Game Program cartridge while the console unit is turned ON, slide the POWER switch to OFF and then back to ON.

- Adjust the volume control of your television set to a comfortable level. The action game sounds will be coming from your television speaker.
- Generally the GAME SELECT switch is used to select the game or game variation of the Atari game you wish to play.

- For most ATARI games, pressing GAME RESET begins game play. Some ATARI Game Program cartridges may use this switch differently.
- In most cases, the LEFT and RIGHT DIFFICULTY switches are used to handicap a more skilled player. Generally, position A is more difficult than position B. Some ATARI Game Program cartridges may use these two switches for other functions.

Refer to the instruction booklet enclosed in your particular Game Program cartridge for further details regarding the use of console switches.

BACK PANEL



FRONT PANEL

## CHANGE TV BACK TO REGULAR PROGRAMMING

- Turn the console POWER switch to OFF.
- Turn the TV/GAME Switch Box attached to your television set to TV.

## MAINTENANCE

Your ATARI 2600 Video Computer System game will bring many years of enjoyment. In order to keep your system in good working condition, please remember the following points:

- Always turn the POWER switch on the console unit OFF before inserting or removing an ATARI Game Program cartridge.
- Don't try to force the cartridge into the console.
- Your ATARI Game Program cartridges are protected from normal wear with a sturdy plastic cover. However, care should still be taken to not spill liquids on the cartridges.
- Don't pour liquids into the cartridge slot of the console unit.
- Don't lift the console unit or the controllers by the connecting wires. This can cause the internal insulation of the wires to break.
- Don't drop the console, controllers, or cartridges on any hard surface.
- Don't expose the console, controllers, or cartridges to excessive or extreme heat.
- Remember to turn the ATARI 2600 Video Computer System OFF when not in use.
- Use of any AC Power Adapter other than that designed for use with your ATARI 2600 Video Computer System can damage the electronic parts of the system.
- Clean the exterior parts of the console with a soft, slightly damp cloth.

## TROUBLE-SHOOTING CHECKLIST

### SYMPTOM

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No playfield image on television screen or whitish-grey screen

### PROBABLE CAUSE AND REMEDY

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- Switch Box set at TV, change to GAME or COMPUTER.
- Game Cable not properly plugged into Switch Box.
- Twin-lead wire not properly attached to VHF antenna terminals at back of television.
- Console unit POWER switch not turned ON.
- Game Program cartridge inserted into console while POWER switch was ON. Turn switch to OFF and back to ON again.
- A particularly strong television station may be broadcasting on channel 3 in your area (or on Cable TV). Remove the antenna wire or cable from the ANTENNA connection on the TV/GAME Switch Box.

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Left or right controller does not function correctly

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- Check to see that the controller is firmly seated into the console unit controller jack.
  - Move malfunctioning controller to opposite console controller jack. If controller still does not function correctly, it may require replacement.

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No regular TV Programs

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- Switch Box set at GAME or COMPUTER. Change to TV.
  - Twin-lead wire not properly attached to VHF antenna terminals on rear of TV.

## SYMPTOM

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Playfield fuzzy, like weak TV station signal

Playfield not sharp, unsteady, or no color

## PROBABLE CAUSE AND REMEDY

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■ Antenna wire not properly attached at "300 ohm" screws on Switch Box.

■ Poor connections at antenna terminals of television set or Switch Box.

■ Television set not fine-tuned for best picture. Make sure automatic fine-tuning is OFF and manually fine-tune for best picture. (Note: If your television will receive color only when the automatic fine-tuning is on, keep the automatic fine-tuning on.)

■ A particularly strong television station may be broadcasting on channel 3 in your area (or on Cable TV). Remove the antenna wire or cable from the ANTENNA connection on the TV/GAME Switch Box and/or switch to Channel 2.

■ TV TYPE switch on console set at B-W. Switch to COLOR.

Television set not fine-tuned for best picture. Make sure automatic fine-tuning is OFF and manually fine-tune for best picture. (Note: If your television will receive color only when the automatic fine-tuning is on, keep the automatic fine-tuning on.)

■ A particularly strong television station may be broadcasting on channel 3 in your

## **SYMPTOM**

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## **PROBABLE CAUSE AND REMEDY**

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Playfield not sharp, unsteady; unable to tell differences between playing pieces and/or playfield (B-W TV)

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area (or on Cable TV). Remove the antenna wire or cable from the ANTENNA connection on the TV/GAME Switch Box.

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■ TV TYPE switch on console set at COLOR. Switch to B-W.

■ A particularly strong television station may be broadcasting on channel 3 in your area (or on Cable TV). Remove the antenna wire or cable from the ANTENNA connection on the TV/GAME Switch Box.

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Sound buzzes or is distorted

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■ Television set not fine-tuned. Adjust television set fine-tuning controls until both picture and sound are clear.

■ A particularly strong television station may be broadcasting on channel 3 in your area (or on Cable TV). Remove the antenna wire or cable from the ANTENNA connection on the TV/GAME Switch Box.

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No game sounds

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■ Television set volume not turned up. Adjust television set volume to desired level.

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ATARI<sup>TM</sup>  
PROOF OF PURCHASE

CX 2600 AR



Call toll-free:  
(800) 672-1404 (in California)  
(800) 538-8543 (Continental U.S.)

#### FCC NOTICE

\*This equipment generates and uses radio frequency energy, and if not installed properly, it may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, try to correct the interference by one or more of the following methods:

■ Reorient the receiving antenna

- Relocate the computer with respect to the receiver
- Move the computer into a different outlet so that the computer and receiver are on different branch circuits

If necessary, consult the dealer or an experienced radio/television technician for additional suggestions. You may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.